

CLAIMS:

1. A method of using a residual credit of a player of a gaming machine to enable the player to win a prize, the method comprising the steps of:
 - deriving a value of a jackpot pool;
 - determining a range of values as a function of the size of the jackpot pool;
 - 5 using the range of values to generate randomly an outcome in the range of values;
 - determining a range of outcome values of the player that provides a chance of the player winning the jackpot pool;
 - generating the outcome; and
 - 10 determining whether the generated outcome matches any of the outcome values of the player.
2. A method according to claim 1 further comprising the step of awarding the jackpot pool to the player when the generated outcome matches an outcome value of
15 the player.
3. A method according to claim 2 further comprising the step of determining an upper limit of the range of values from which an outcome is generated randomly.
- 20 4. A method according to claim 3 wherein the upper limit of the range of values is the jackpot pool divided by a denomination of the gaming machine.
5. A method according to claim 4 wherein the number of outcome values of the player is equal to the residual credit of the player divided by the denomination of the
25 gaming machine.
6. A method according to claim 5 wherein the jackpot pool is defined by an upper limit and comprises contributions of residual credit from a plurality of players, each player in the plurality of players playing on a separate gaming machine, such that the
30 jackpot pool accumulates up to the upper limit of the jackpot pool.
7. A method according to claim 6 wherein the current value of the jackpot pool determines the number of outcome values of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.

8. A method according to claim 7 further comprising the step of assigning a unique identification code for each player.

5 9. A method according to claim 8 further comprising the step of storing the unique identification code and the outcome values of each player in a storage means.

10. A method according to claim 9 further comprising the steps of generating more than one random outcome and comparing each generated outcome to the outcome
10 values of each player.

11. A method according to claim 10 wherein the range of outcome values of a player is sequential in number.

15 12. A system for enabling a player to use residual credits on a gaming machine to provide the player with a chance to win a prize, the system comprising:

means for determining a range of values as a function of a jackpot pool to
generate randomly an outcome in the range of values;

random number generation means for generating the random outcome;

20 means for determining a range of outcome values of the player that provides a chance of the player winning the jackpot pool; and

means for determining whether the generated random outcome matches any outcome value of the player.

25 13. A system according to claim 12 wherein the jackpot pool is awarded to the player when the generated outcome matches an outcome value of the player.

14. A system according to claim 13 wherein the means for determining a range of values from which to generate the random outcome calculates an upper limit for the
30 range of values.

15. A system according to claim 14 wherein the upper limit is the jackpot pool divided by a denomination of the gaming machine.

16. A system according to claim 15 wherein the means for determining a range of outcome values of the player calculates the outcome values by dividing the residual credit of the player by the denomination of the gaming machine.

5 17. A system according to claim 16 wherein the jackpot pool is defined by an upper limit and comprises contributions of residual credit from a plurality of players, each player in the plurality of players playing on a separate gaming machine, such that the jackpot pool accumulates up to the upper limit of the jackpot pool as more players contribute residual credits to the jackpot pool.

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18. A system according to claim 17 wherein the current value of the jackpot pool determines the number of outcome values of the player when the player offers the residual credit of the player to contribute to the upper limit of the jackpot pool.

15 19. A system according to claim 18 wherein each player is assigned a unique identification code.

20. A system according to claim 19 further comprising storage means for storing the outcome values of each player and the unique identification code of each player.

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21. A system according to claim 20 wherein more than one random outcome is generated by the random number generation means and each generated random outcome is compared with each of the outcome values of each player by the means for determining whether the generated random outcome matches any outcome value of each player.